

Claims

1. A method for managing bursts of data, the method comprising:
 - storing data in a machine readable memory device a first time at a first memory address;
 - the machine readable memory device having one or more burst boundaries; and
 - the first memory address having a first alignment with respect to the burst boundaries;
 - storing the data in the machine readable memory device a second time at a second memory address, the second memory address having a second alignment with respect to the burst boundaries.
2. The method of claim 1 wherein the data represents at least one reference frame for use in a video decoder.
3. The method of claim 2 wherein the video decoder is an h.264 codec.
4. The method of claim 1 wherein the machine readable memory device comprises volatile memory.
5. The method of claim 4 wherein the volatile memory is one of static random access memory and dynamic random access memory.
6. The method of claim 1 wherein the machine readable memory device comprises non-volatile memory.

7. The method of claim 6 wherein the non-volatile memory is read-only memory.
8. The method of claim 1 further comprising storing the data in the machine readable memory device a third time at a third memory address, the third memory address having a third alignment with respect to the burst boundaries.
9. A method for use in managing bursts of data, the method comprising:
 - determining a set of desired bytes of data, the set of desired bytes of data having been previously stored in a machine readable memory device at two or more memory addresses, the memory device having at least one burst boundary, and each memory address having a different alignment with respect to the at least one burst boundary; and
 - retrieving the desired bytes of data from a preferred the memory address, the preferred memory address being aligned with the at least one burst boundary such that the number of bursts necessary to read the desired bytes from the preferred memory address is fewer than the number of bursts necessary to read the desired bytes from the other memory addresses.
10. The method of claim 9 wherein the data represents at least one reference frame for use in a video decoder.
11. The method of claim 10 wherein the video decoder is an h.264 codec.
12. The method of claim 9 wherein the machine readable memory device comprises volatile memory.
13. The method of claim 12 wherein the volatile memory is one of static random access memory and dynamic random access memory.

14. The method of claim 9 wherein the machine readable memory device comprises non-volatile memory.

15. The method of claim 14 wherein the non-volatile memory is read-only memory.